

Mobile App Development

iOS and Android applications with secure backends and launch-ready delivery.

Solution page · <https://www.apporix.lu/solutions/mobile-app-development-luxembourg>

A mobile app needs more than screens; the work that determines whether it survives is the backend, the device permissions, the store submission and the maintenance path afterwards.

What is included beyond the interface

- **Secure backend** — Most business apps need one. It manages users, data, permissions, notifications, integrations and secure sync between the app and the client's systems — connecting to application programming interfaces (APIs), customer relationship management (CRM) systems, databases, dashboards and authentication systems.
- **Store release handled end to end** — Store assets, builds, TestFlight or Google Play testing, review steps and releases on the App Store and Google Play. This is where many app projects stall.
- **Device features** — Camera, GPS, QR and barcode scanning, file uploads, and offline workflows for users in the field.
- **Post-launch monitoring** — Usage, stability, crashes and important events tracked with General Data Protection Regulation (GDPR)-compliant monitoring, plus tracking of OS changes that would otherwise break the app silently.
- **Accounts and permissions** — Secure login, profiles, roles, permissions and account workflows.

How a project runs

01.	Scope — Define users, workflows, device features, data, platforms and success criteria. The minimum viable product (MVP) is scoped around the first measurable value, not a feature list.
02.	Design — Mobile flows, screens, permission states and interaction detail.
03.	Build — The app, secure backend connections, device features and core workflows.
04.	Test — Devices, permissions, offline behaviour, performance, crashes and edge cases.
05.	Launch — App Store and Google Play submission, then monitoring of usage, crashes and OS changes.

A prototype or MVP is often the best first step: it tests the idea, the core workflow and user response before a full build is committed to.